STAGE AGB-AIDE-USA
STAGE STAGE AGB-AIDE-USA

INSTRUCTION BOOKLET

ACTIVISION.

WARNING: PLEASE CAREFULLY READ THE PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME PAK OR ACCESSORY. THIS BOOKLET CONTAINS IMPORTANT SAFETY INFORMATION.

IMPORTANT SAFETY INFORMATION - READ THE FOLLOWING WARNINGS BEFORE YOU OR YOUR CHILD PLAY VIDEO GAMES



Some people (about 1 in 4000) may have seizures or black outs triggered by light flashes, such as while watching TV or playing video games, even if they have never had a seizure before.

Anyone who has had a seizure, loss of awareness, or other symptom linked to an epileptic condition should consult a doctor before playing a video game.

Parents should watch when their children play video games. Stop playing and consult a doctor if you or your child have any of the following symptoms:

Convulsions
Altered vision

Eye or muscle twitching Involuntary movements

Loss of awareness Disorientation

To reduce the likelihood of a seizure when playing video games:

- 1. Sit or stand as far from the screen as possible.
- 2. Play video games on the smallest available television screen.
- 3. Do not play if you are tired or need sleep.
- 4. Play in a well-lit room.
- 5. Take a 10 to 15 minute break every hour.

WARNING - Repetitive Motion Injuries

Playing video games can make your muscles, joints or skin hurt after a few hours. Follow these instructions to avoid problems such as Tendonitis, Carpal Tunnel Syndrome or skin irritation:

- Take a 10 to 15 minute break every hour, even if you don't think you need it.
- If your hands, wrists or arms become tired or sore while playing, stop and rest them for several hours before playing again.
- If you continue to have sore hands, wrists or arms during or after play, stop playing and see a doctor.

WARNING - Battery Leakage

Leakage of battery acid can cause personal injury as well as damage to your Game Boy. If battery leakage occurs, thoroughly wash the affected skin and clothes. Keep battery acid away from your eyes and mouth. Leaking batteries may make popping sounds.

To avoid battery leakage:

- Do not mix used and new batteries (replace all batteries at the same time).
- Do not mix alkaline and carbon zinc batteries.
- Do not mix different brands of batteries.
- Do not use nickel cadmium batteries.
- Do not leave used batteries in the Game Boy. When the batteries are losing their charge, the power light may become dim, the game sounds may become weak, or the display screen may be blank. When this happens, promptly replace all used batteries with new batteries.
- Do not leave batteries in the Game Boy or accessory for long periods of non-use.
- Do not leave the power switch on after the batteries have lost their charge. When you finish using the Game Boy, always slide the power switch OFF.
- Do not recharge the batteries.
- Do not put the batteries in backwards. Make sure that the positive (+) and negative (-) ends are facing in the
 correct directions. Insert the negative end first. When removing batteries, remove the positive end first.
- Do not dispose of batteries in a fire.







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THIS GAME PAK INCLUDES A MULTI-PLAYER MODE WHICH REQUIRES A GAME BOY® ADVANCE GAME LINK® CABLE.

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THIS GAME PAK WILL WORK ONLY WITH THE GAME BOY® ADVANCE VIDEO GAME SYSTEM.

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Space invaders

It was 1965 when humanity made its first forays into space. The goal was grand and simple: to travel beyond the known world into the unknown.

In 1978, the unknown came to us.

The first contact occurred on November 22, 1978. There were no little green men armed with cute, bug-eyed faces and funny walks. Instead, there were attack ships. Hordes of them. The fighting was fierce. The invaders exhibited unnerving discipline. Wave after wave of tight-knit squadrons descended upon us with steady, malevolent intentions.

Initially, it seemed more than likely that we would be overrun by the alien arsenal and their powerful technology. If it were not for the capabilities of a then-secret experimental battle tank and the indomitable human fighting spirit, Earth would surely have fallen.

Our victory was hard won; countless scores of courageous tank pilots sacrificed their lives to the cause. Eventually the celebration quieted down, and life, for the most part, returned to normal.

30 years have passed and the alien invasion of '78 has been retired to history books and porch-side conversations of the elderly. Mankind has advanced and stretched its limits with incredible leaps in technology...

So have the aliens.

They're back. The war is on and this time the entire solar system is at stake.

Can we repel the relentless alien hordes again? Can we save the universe? It's your turn now.

It is time.

starting the same

Make sure the POWER switch is OFF.

Insert the Space Invaders" Game Pak into the Game Boy® Advance slot as described in your Nintendo Game Boy® Advance instruction manual.

Turn the POWER switch ON.

Note: The Space Invaders™ Game Pak is for the Game Boy® Advance system only.

Same Gotte Hottels

L Button

Fire Power-Up Weapon

Control Pad

Move Hover Tank Left/Right

START

Pause Game



R Button

Fire Primary Weapon

A Button

Fire Primary Weapon

SELECT

Not Used

B Button

Fire Power-Up Weapon

character controls

Control Pad RIGHT Move Hover Tank Right

Control Pad LEFT Move Hover Tank Left

Control Pad UP Not Used

Control Pad DOWN Not Used

A Button Fire Primary Weapon

B Button Fire Power-Up Weapon

L Button Fire Power-Up Weapon

R Button Fire Primary Weapon

Start Pause Game

Select Not Used

MENU SCREEN CONTROLS

Control Pad RIGHT Cycle Forward through Menu Options

Control Pad LEFT Cycle Backward through Menu Options

Control Pad UP Move Up Menu Options

Control Pad DOWN Move Down Menu Options

A Button Select Menu Option

B Button Go Back to Previous Menu Screen

L Button Not Used

R Button Not Used

Start Not Used

Select Not Used

Use the Control Pad to navigate through the menu options. Press the A Button to accept your selection. Press the B Button to go back to the previous menu.

Start Game

Choose from the following options to begin playing Space Invaders™.

I Player — Take on the entire alien horde yourself! One ship against the universe — how heroic! Clear each planet of its alien waves and devious bosses. Work your way through to a safe galaxy!

Classic — Step back in time to play a simulator of the first alien battle, the original Space Invaders™.

2P Cooperative — With a second Space Invaders" cartridge, a second GBA system, a Game Boy® Advance Game Link® cable and a friend, you can combine forces to rid the solar system of the alien warriors! Fight through each rack of aliens and each boss until the solar system is clear of all enemies.

2P Competitive — Unlock this mode to try outshooting your friend! Wave upon wave of aliens appear, and the player who shoots the most aliens in each rack gains a point over the opponent. The first player to win all points from the opponent wins! (See page 20, How To Connect Game Boy® Advance Game Link® cables.)

Load Game — Access previously saved games — pick up the battle halfway through and continue fighting!

Normal/Expert/Maniacal — Difficulty modes. The speed and aggressiveness of the aliens increase with each increase in difficulty mode. Note that Maniacal Mode is locked until the single player game is finished on Expert Difficulty setting.

Credits — The people behind the Tank.

Pause menu

Pressing START during a game pauses that game. A menu is displayed, giving you the choice of resuming the current game, saving the current game (see below) and exiting to the Main Menu. Note that exiting will end the current game.

SEVE GEME MENU

To save a game, first access the Pause Menu (see above), then choose **Save**. Select an empty slot or a slot you wish to overwrite, then press the **A** Button. A message will display briefly, indicating a successful save, before you are transported back to the Pause Menu. Note that saved games resume play at the start of the relevant alien rack.

on-screen display (hud)

The Heads Up Display (HUD) is at the bottom of the screen. During multiplayer, each player sees their own score and remaining tanks at the bottom of their own screen. The power-up energy bar is also located on the HUD (see Power-Ups for more info). Each player's information is displayed on tally screens after each world.



Loading/eriefing screen

Before beginning each new game episode, a briefing screen is displayed. This screen provides you with useful information about the planet you're fighting on, as well as useful information about any new aliens that you'll encounter.

DOMEL-ND2

You earn power-ups when you fill the energy bar in the lower left part of the screen (see HUD). To fill the energy bar, consecutively shoot four aliens of the same type. If you shoot a different alien before filling the bar, the bar empties and refills with the color associated with the new alien.

Once the bar is filled, you are awarded a power-up. The type of power-up is dependent on the type of alien destroyed. After the bar is filled, subsequent shots have no effect on the bar until the power-up is used.

Activate the power-up by pressing the **B** Button. The energy bar is then reduced to zero. Aliens destroyed by the power-up count toward refilling the energy bar in the order that they are destroyed.

If the tank is destroyed, the energy bar resets to empty. Note that the energy bar drains in the presence of a Boss alien. When a level ends, the current status of the energy bar will carry over to the next level.

Alien Power-Ups

Destroy four of the same kind of aliens consecutively to generate alien power-ups.

Red Aliens generate Vertical Blast: Shoots a missile straight up destroying anything in its path.

Green Aliens generate Horizontal Burst Right: Shoots a missile straight up until it hits an alien, then moves to the right, destroying anything in its path.

Blue Aliens generate Horizontal Burst Left: Shoots a missile straight up until it hits an alien, then moves to the left, destroying anything in its path.

Yellow Aliens generate Diagonal Burst: Shoots a missile straight up until it hits an alien, then splits diagonally in a Y shape, destroying anything in its path.

Switcher Aliens generate Swarm Missiles: Multiple missiles explode from the tank, destroying up to one quarter of the current alien attack force.

Dropper Aliens generate Radiant Burst: Five spiral missiles fan out from the tank, destroying everything in their path.

Freezer Aliens generate Laser Blaster: Large, wide laser beam that destroys anything in its path.

Angler Aliens generate Ricochet Missiles: Fires a missile which, when it explodes on an alien, turns into a deadly, ricocheting projectile. The projectile bounces around the war zone for a number of seconds, destroying aliens on contact.

Burster Aliens generate the Acidic Cloud: After exploding, the acidic cloud drifts slowly upward destroying anything it touches.

Splitter Aliens generate the Freeze Ray: This ray freezes everything in its vertical path. Mobile aliens smash against their icy comrades, destroying both.

Kamikaze Aliens generate the Tank Kamikaze: The tank rockets upward to the top of the screen and comes back down to the surface. Anything it collides with is destroyed.

Phaser Aliens generate the Pyramid Missile: A vertical missile that expands in three directions on contact.

Trapper Aliens generate the Silo Attack: A zone-wide attack, the silo missiles fire from eight different launch zones on the surface.

Mother Ship Power-Ups

Mother ships travel across the top of the Zone during battle to transfer supplies to alien attack groups. If you manage to destroy one, the mother ship's cargo falls to the ground and can be picked up by the hover tank. Once acquired, these supplies provide the tank with advanced technology used to enhance its abilities.



Shield: Activates a shield over the tank that protects it from enemy fire. The shield disintegrates upon absorbing one alien shot or one alien impact.

Double Shot: Allows you to fire two shots on screen at the same time.





Maximum Energy: Fills energy bar to 100% of current color.

Extra Life: Gives the player one extra tank.



BLOCKEDES

Blockades appear on some levels to aid you in your battle against the alien nemesis. Hit the blockades with a round of fire to move them upwards into the aliens' path. If an alien contacts a blockade, the alien will be destroyed. Each time a blockade is shot, either by your tank or alien fire, it sustains damage. Heavily damaged blockades will eventually explode.

THE FLIENS, BOSSES, BIT PLANETS

Pluto and Other Planets









Red, Blue, Green and Yellow Aliens — The most common species of the alien fleet, these aliens mount successful attacks through sheer numbers.

Crush Boss (Only on Pluto) — Patrolling the terrain from above, Crush quickly throws itself to the ground, smashing whatever it hits.

Neptune



Switcher Aliens — The Switcher, and the bombs it drops, require two shots to destroy.

Shell Boss — Shell Boss attacks with a turret mounted on the bottom of its body, firing large, powerful energy bursts. An invisible shield protects the Shell and can only be dissolved with constant tank fire.

Uranus



Dropper Aliens — Droppers prefer to exist in the frontline of attack. As such, they drop from their rack position to fill gaps left by fallen comrades beneath them.

Rotator Boss — Rotator has a multitude of attacks, including two large front-mounted turrets firing energy bursts, as well as a massive energy burst fired from the rear. Constant tank movement is needed to avoid Rotator's tracking skills.

Saturn



Freezer Aliens — A very aggressive alien, the Freezer will break rank to fly down to the surface, hover, and fire a slow pulse laser at the tank. Timing is the key to survive a Freezer attack.

Circle Boss — Armed with three different weapon systems, the Circle Boss rotates around the tank while alternately firing contact bombs, large energy bursts, and fanning laserballs.

Jupiter



Angler Aliens — Due to its lopsided body structure, this alien is capable of firing shots at an angled trajectory. Difficult to track, the Angler shoots a laser burst that ricochets off walls.

Turret Boss — This wretched enemy quickly moves between four different platforms, firing powerful blasts at the tank. The player must be quick and elusive to beat the Turret Boss to the punch.

Mars



Burster Aliens — Most dangerous when destroyed, the Burster Alien explodes into energy bursts which hurtle down at the tank at dangerous speeds.

Pulse Boss — Composed of three pulsating appendages, the Pulse Boss fires at the tank from every conceivable angle and is very difficult to defeat.

Venus



Splitter Aliens — If space is available, the Splitter will fragment into a smaller version of itself when hit by tank fire. Hard to hit, small Splitters fire bombs just like their full-size brothers.

Slither Boss — This serpent-like boss slithers around the Venus zone alternately dive-bombing the tank from all angles. As a defense, this boss can break into several pieces, each maintaining the same destructive powers to destroy the tank.

Earth



Kamikaze Aliens — The Kamikaze is quite harmless by itself, but when hit, this alien crashes straight to the ground at unbelievable speeds.

Grandmother Boss — The mother of all mother ships, this oversized UFO has four deadly turrets with projectiles that defy belief.

Mercury



Phaser Aliens — The most impressive display of alien technology, these aliens can vanish from their position in the rack and reappear in any available position.

Unknown Boss — Our records show little information on this creature. We know that the craft is old, but still considerably deadly.

Alien World



Trapper — The danger of this alien is in its projectile, a highly viscous liquid, capable of slowing tank movement. Although the sticky substance inflicts no damage itself, it leaves the tank vulnerable to attack from other aliens.

Unknown Boss — Our security department noted a security breach in our technical data recently. We know little more of this upcoming attack, but we fear that our own technology may be used against us.

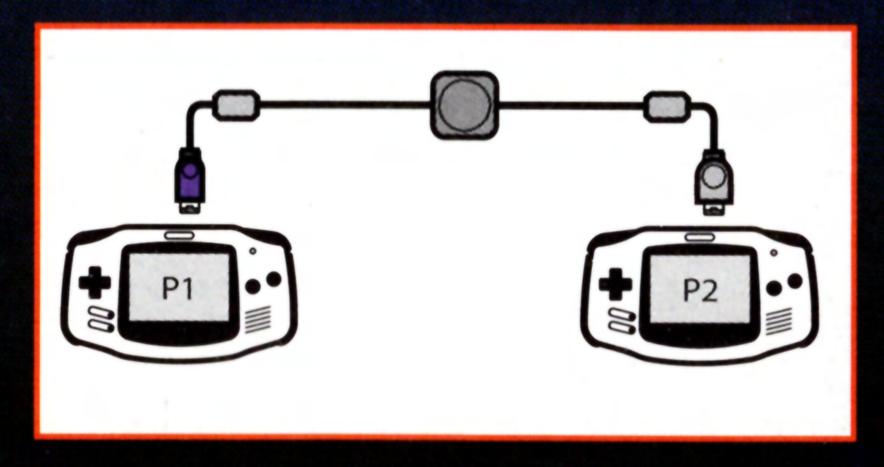
HOW TO CONNECT Game GOY® Advance

What You Will Need

- 2 Game Boy® Advance systems (one for each player)
- 2 Space Invaders™ GBA Game Paks
- ı Game Link® cable

Connecting the Cables

- Check that the POWER switch on each GBA is set to the "OFF" position. Insert a game pak into each GBA.
- 2. Plug the Game Link® cables into the External Extension Connector of the GBAs.
- 3. Turn the POWER switch on both GBAs to the "ON" position.
- 4. Using the Control Pad, each player moves the cursor to the same multiplayer mode they wish to play:
 - 2 player cooperative or
 - 2 player competitive.
- 5. Either player can press the A
 Button to select the desired mode
 of gameplay.
- 6. Either player can follow the prompt to press Start from the load screen to begin the multiplayer game.



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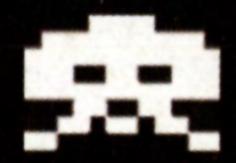
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